

## CLAIMS

What is claimed is:

Sub. a' >

1. A system for playing an interactive sports simulation game comprising:
  - a broadcast network that transmits said interactive sports simulation game to a plurality of viewers that receive and display said interactive sports simulation game;
  - a server operative to generate said interactive sports simulation game, said server adapted to permit at least one of said viewers to interact with said interactive sports simulation game by being interactively coupled to said server such that said server can receive transmissions from and send transmissions to said viewer to play said interactive sports simulation game.
2. The system of claim 1 wherein said game is delayed from being broadcast at the time said game is being played.
3. The system of claim 1 wherein said interactive sports simulation game is an interactive football sports simulation.
4. The system of claim 1 wherein said game is a championship game of a tournament.
5. A system for playing an interactive sports simulation game comprising:
  - at least one set top box connected to an input device and operative to process signals from said input device and generate a real time signal of said input device and operative to send and receive interactive messages;
  - a server coupled to said set top box and operative to send and receive said messages, said server operative to generate a broadcast signal containing at least a portion of said interactive sports simulation game, transmit said game to a plurality of viewer's televisions capable of receiving said computer generated game and displaying said computer game to said viewers;
  - wherein said server operates to initiate a game and permit said viewers desiring to interact with said game to play said sports simulation game.
6. The system of claim 5 wherein said game is delayed from being broadcast at the time said game is being played.
7. The system of claim 5 wherein said game is a football sports simulation.
8. The system of claim 5 wherein said game is a championship game of a tournament.

9. A storage medium for storing computer program code that is capable of performing the following functions:

displaying a unique user interface on an interactive device for each participant of an interactive sports simulation game;

5 creating at least one user input through said interactive device;

transmitting said user input to a server system over an electronic network, said server system creating a video signal of game play based on said input;

10 broadcasting said video signal over a television network to a plurality of viewer's televisions capable of receiving and displaying said video signal to said viewers.

10. The storage medium of claim 9 wherein said video signal is delayed in broadcasting.

11. The storage medium of claim 9 wherein said game is a football sports simulation.

12. The storage medium of claim 9 wherein said game is a championship game of a tournament.

13. A method of playing an interactive broadcast sports simulation game comprising:

displaying a unique user interface on an interactive device for each participant of said interactive sports simulation game;

5 creating at least one user input through said interactive device;

transmitting said user input to a server system over an electronic network, said server system creating a video signal of game play based on said input;

broadcasting said video signal over a television network to a plurality of viewer's televisions capable of receiving and displaying said video signal to said viewers.

14. The method of claim 13 wherein said video signal is delayed in broadcasting.

15. The method of claim 13 wherein said game is a football sports simulation.

16. The method of claim 13 wherein said game is a championship game of a tournament.